

REMARKS

Claims 1-32 currently remain in the application. Claims 1, 8, 9, 13, 14, 15, 17, 19, 27 and 31 have been amended. Claim 32 has been added.

Rejections under 35 U.S.C. § 102(b)

The examiner rejected claims 27-28 under 35 U.S.C. § 102(b) as being clearly anticipated by Vuong et al., U.S. Patent 5,762, 552. The applicant respectfully traverses this rejection.

In the present invention, as recited in claim 27, a first gaming machine is capable of “receiving first game software for the game selection stored in the memory from the second gaming machine via the network executing the first game software on the first gaming machine to generate a game outcome for the game selection on the first gaming machine.” An advantage of this approach is that the download time required to transfer game software between gaming machines may be much faster than the download time between a gaming machine and a remote server. In Vuong (6:9-28) which the examiner has relied upon in his arguments, the game server in one of the gaming machines internally generates the outcome of each play of the selected game and the outcome is transmitted to other gaming machines when the game is selected on one of the other gaming machine. Vuong differs from the present invention in that a game outcome, not game software, is transferred between gaming machines. In the present invention, using the downloaded game software, a gaming machine that has received the game software may generate the game outcome locally by executing the game software. In Vuong, it clearly states that the game server internally generates the game outcome. Thus, in Vuong, the game outcome is always generated remotely to the gaming machine that has requested a game from the game server. In the present invention, a game outcome on a first gaming machine can be generated locally using downloaded game software from a second gaming machine which is not taught or suggested in Vuong. Therefore, for at least these reasons, Vuong can't be said to anticipate claims 27 and 28 and the objection is believed overcome thereby.

Rejections under 35 U.S.C. § 103(a)

The examiner rejected claim 1-9, 11-23, 25-26, 29-31 under 35 U.S.C. § 103(a), as being obvious over Vuong, et al., U.S. Patent 5,762, 552. The rejection is respectfully traversed.

As described with respect to claims 27 and 28 above and applied to claims 1-9, 11-23, 25-26 which include limitations similar to claims 27 and 28, in the present invention, using the downloaded software, a gaming machine that has received the game software may generate the game outcome locally by executing the game software. In *Vuong* (6:9-28), which the examiner has relied upon in his arguments, it clearly states that the game server internally generates the game outcome. *Vuong* describes that the game outcome is transmitted via video and audio signals from the game server to the gaming machine remote to the game server. In *Vuong*, the game outcome is always generated remotely to a gaming machine that has requested a game from the game server. In *Vuong*, a gaming machine that is capable of generating a game of chance and is capable of downloading game software to a remote gaming machine where the remote gaming machine executes the downloaded game software to generate a first game of chance on the remote gaming machine is not taught or suggested. Therefore, *Vuong* can't be said to render obvious the invention in claims 1-9, 11-23, 25-26 and the objection is believed overcome thereby.

In regards to claims 29-32, a method for providing game configurations to a group of gaming machines connected in a network is described where a first gaming machine is capable of downloading the game configuration information to a second gaming machine from first gaming machine where the second gaming machine is capable of configuring one or more of hardware or game software for generating a first game played on the second gaming machine using the downloaded game configuration information where the game configuration information includes game play limits for the first game. Examiner has argued that inherently in *Vuong* that prior to the game server sending a game outcome to a remote gaming machine, the remote gaming machine has received software configuration information from the game server to establish communications. For the purposes of clarification, claims 29-32 now recite that that the game configuration information includes game play limits for the first game, such as, recited in claim 31, a hopper limit, a credit limit, a jackpot limit, a progressive limit and combinations thereof. Further, as recited in claim 32, the game configuration may also include game jurisdiction information. In *Vuong*, game configuration including game play limits or game jurisdiction information that is sent from the game server to another gaming machine is not described. Therefore, *Vuong* can't be said to render obvious the invention in claims 29-32 and the objection is believed overcome thereby.

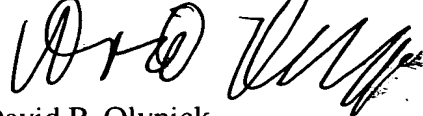
The examiner rejected claims 10 and 24 under 35 U.S.C. § 103(a), as being unpatentable over *Vuong, et al.*, U.S. Patent 5,762, 552 in View of Weiss (U.S. Patent no. 5, 611, 730). The rejection is respectfully traversed.

Weiss does not describe game downloading. *Vuong* as described above with respect to claims 1 and 17 does not teach or suggest game downloading in the manner described for these claims. Thus, the combination of *Vuong* and Weiss do not teach or suggest game downloading as described in claims 10 and 24. Therefore, for at least these reasons, the combination of *Vuong*

and Weiss can't be said to render obvious claims 10 and 24 and the rejection is believed overcome thereby.

Applicant believes that all pending claims are allowable and respectfully requests a Notice of Allowance for this application from the Examiner. Should the Examiner believe that a telephone conference would expedite the prosecution of this application, the undersigned can be reached at the telephone number set out below.

Respectfully submitted,
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